

★ C# DEVELOPER (BACKEND LOGIC, UNITY) | JAVA, C++, 90 000 ГРН.

🔄 11 жовтня 📍 Місто: [Харків](#)

Вік: 58 років

Режим роботи: повний робочий день, віддалена робота

Категорії: IT, WEB фахівці

Досвід роботи

C# Developer, Backend Logic (Unity 6000.3.15)

Home Planner (homeplannerapp.com) (IT),

09.2022 – 10.2026 (4 роки)

Обов'язки:

Cross-platform (iOS, Android, macOS) AI-powered 3D interior design and home planning application: precise 2D/3D floor plans, room scanning, AI restyling in 20+ design styles, a catalog of 400,000+ items from 30,000+ real brands, 4K renders and 3D export; 20M+ users.

- As part of the development team, implemented the C# business logic of the application on Unity 6 (6000.3.15) using an MVC-based architecture (models, controllers, utility classes).
- Applied OOP and 3D math to floor plan, room and object logic; debugging and bug fixing.
- Developed interaction logic between movable objects.

Software Developer (C#, Java, SQL, Unity)

Self-employed (IT),

12.2017 – 09.2022 (4 роки 9 місяців)

Обов'язки:

- **Mult VR** (multvr.com, remote): Unity 3D application development in C# for an oil and gas industry project.
- **Fortis RP, Rise RP** (remote): RAGE MP multiplayer game application development in C# and Node.js.
- **SGS Universal**: PostgreSQL database migration scripts (create / alter databases) for the Azartmania gaming site and other projects.
- **MeralDev** (meraldev.com): Java web application development (MVC).
- **MobiDev** (mobidev.biz): Java CRUD application development; migrated the e-mail module from JavaMail API to Gmail API.

Освіта

Kharkiv Institute of Radio Electronics (KhIRE) (Харків)

Спеціальність: Postgraduate Studies, Automated Control Systems and Information Technologies

повна вища, 05.1996 – 12.1996 (7 місяців)

Kharkiv Polytechnic Institute (Харків)

Спеціальність: Engineering-Physics Faculty, Chair of Automatic Control of Motion

повна вища, 09.1985 – 05.1993 (7 років 7 місяців)